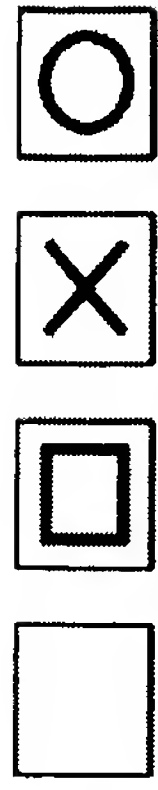
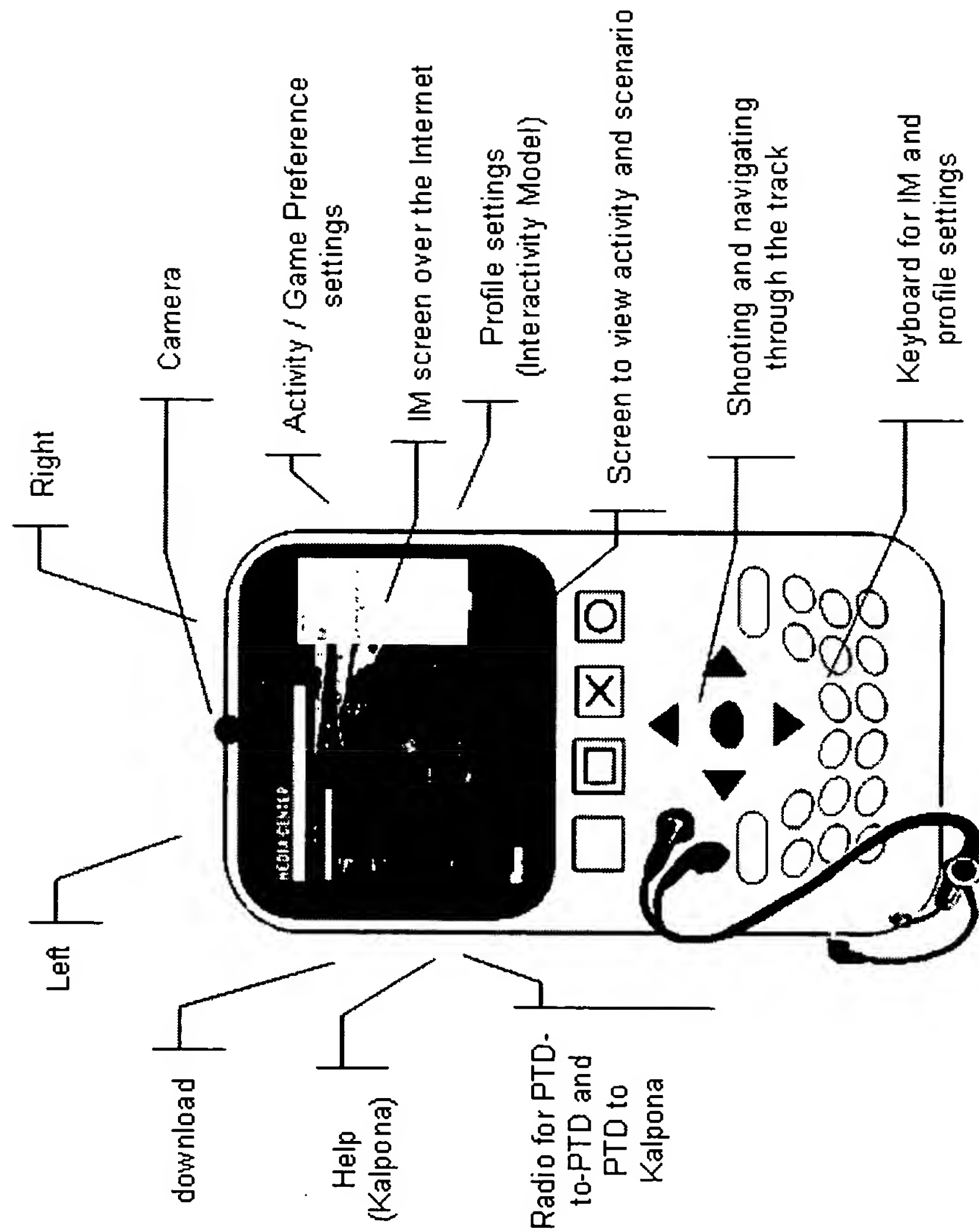


Figure 2: The Interactive device that  
Performers Carry as PDT.



## Personal Trigger Device



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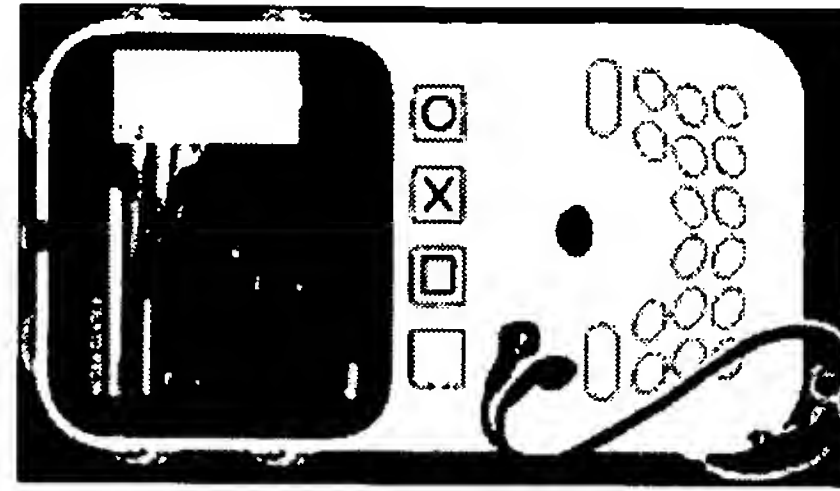


Figure 3: The Configuration of between Physical Object and interactive 3D simulated environment.

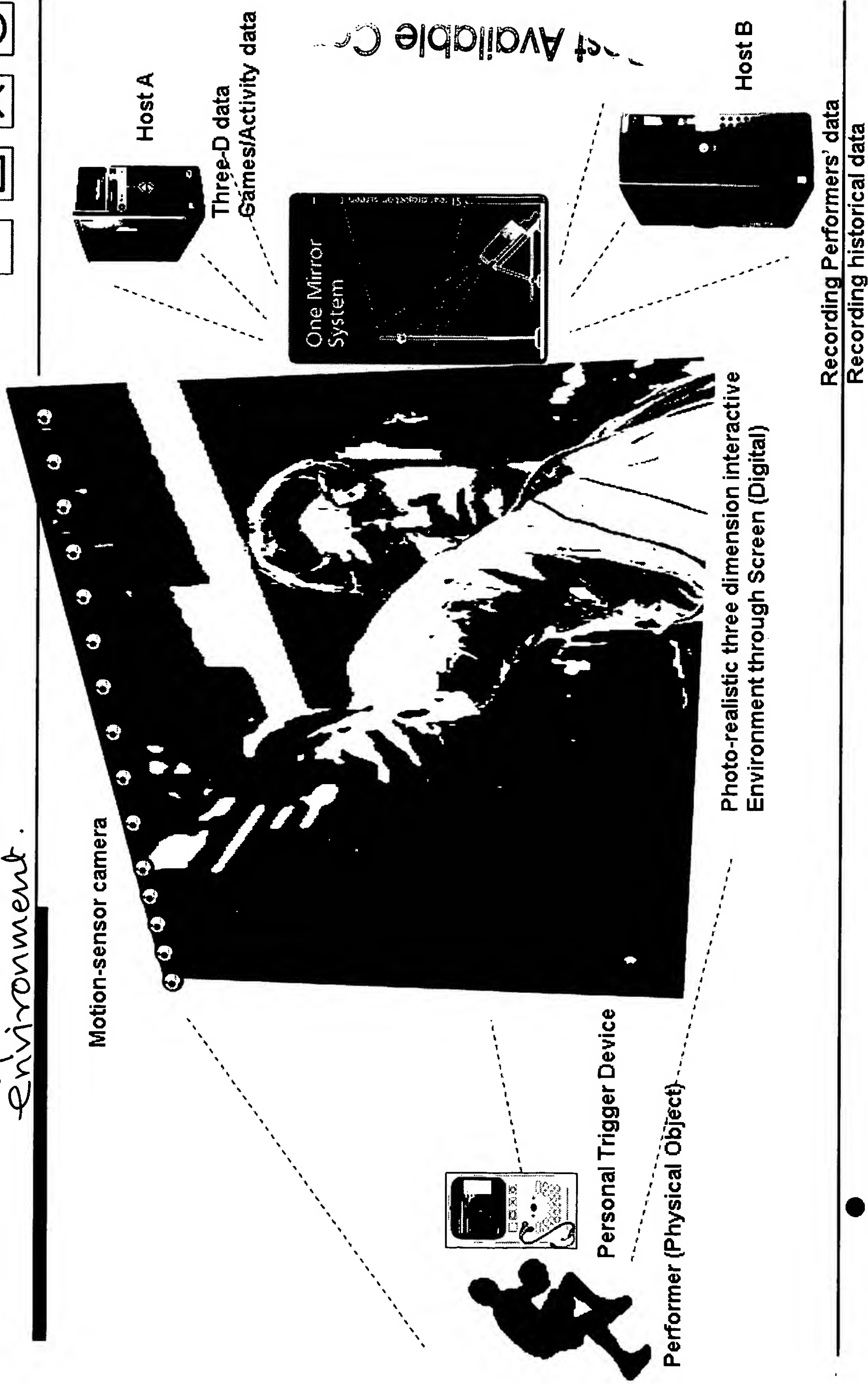
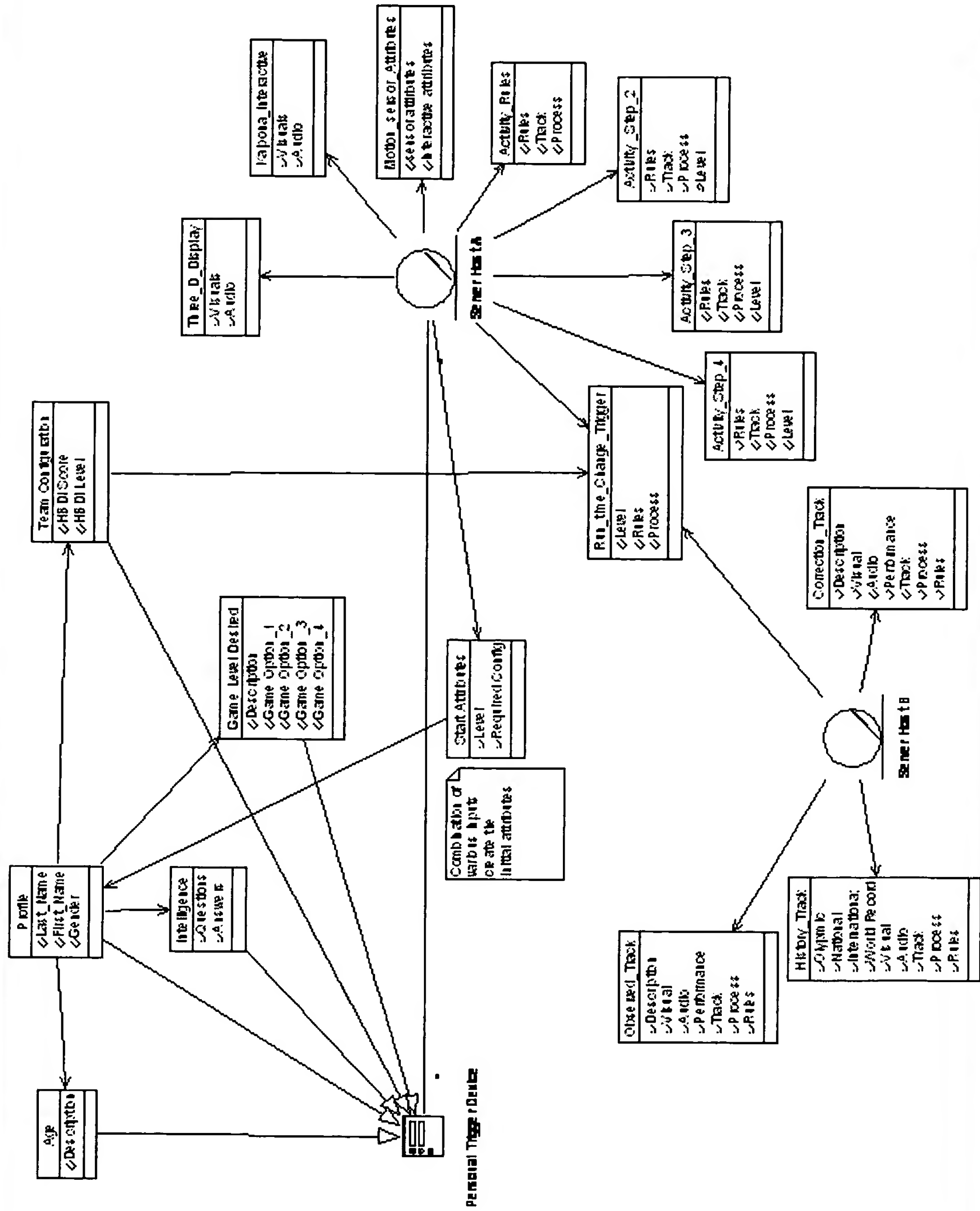


Figure 4: The sample data Configuration between PDT and Host A and Host B.



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Figure 6: The next Step in the game based on profile and matrix of interactivity model



Selection of next step is based on  
Level change requested /  
performance / interactivity model



Performers – the  
Real-life  
Physical Objects

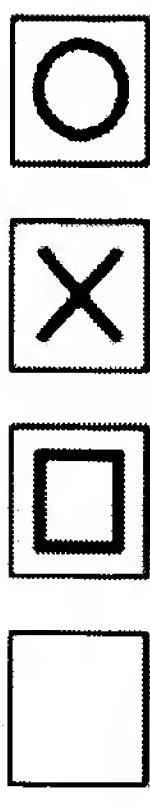
Kalpona (trigger-  
response model)



Selection of next step is based on  
Level change requested /  
performance / interactivity model

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Figure 7: The performer with PDT and 3D glasses performing the activity. (SAMPLE PICTURE)



- The performer (physical object) is interactive and can become a very flexible camera.
- It is the visitor who decides in which of the scenes, he wants to enter, what perspective he wants to observe, if he wants to fly, to walk, to go up or down, to turn around in 360 degrees, to penetrate the image...



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